

D·O·M·I·N·O·E·S

INSTRUCTIONS FOR 12 GAMES

Most games can be played with any set of dominoes (Double 6, Double 9, Double 12 or Double 15). A few games may instruct you to play with only the 0-0 through the 6-6 (simply set aside your higher dominoes if you have a set larger than Double 6)

Domino Basics

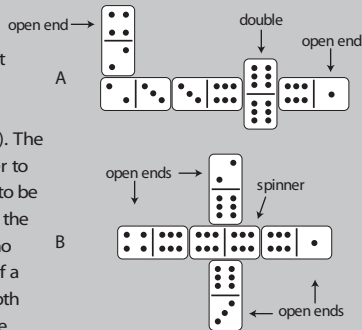
The following terms and rules apply to all domino games in this instruction booklet, unless otherwise noted. If the rules differ for a particular game, the instructions will specify.

TERMS: Each domino (also called a tile or bone) is divided into two parts, called ends. The dots on the tiles are called pips. If a domino end has no pips than it is considered blank. If both ends of the tile have the same number of pips, it is called a double.

A domino is referred to by its number of pips; for example, a domino with three pips on one end and five pips on the other is called a 3-5. A domino with a blank on one end and six pips on the other end is called a 0-6. A domino with four dots on both ends is called a "double 4." Each combination of pips occurs only once in a set—there are no duplicate dominoes within a set.

SHUFFLING: Before every domino game, the tiles are placed face down on the playing surface and shuffled to form a boneyard, from which players will draw. No player's hands may stay on the same tiles when shuffling. Players then take turns drawing dominoes from the boneyard to form their hands—the dominoes they are responsible for playing throughout the game. The number of tiles drawn depends on the game being played. Players usually stand their tiles upright in front of themselves so that opponents cannot see the pips.

GENERAL DOMINO PLAY: In most games, the dominoes are placed lengthwise, end to end, (except for doubles) to form a line (see diagram A). The line may have right angle turns in order to keep within the playing area. In order to be played, one end of the tile must match the free or open end (the end of the domino that does not touch another domino) of a previously played domino. Because both ends are the same, doubles usually are played crosswise to the open end (See diagram A). (Note: in most games this does not make two new open ends). A spinner is a domino that can be played on both sides and both ends (see diagram B). In most games that use a spinner, it is only the first double of the hand.



Most often, the player with the highest double (i.e. in a set of Double Six dominoes 6-6 is the highest, in a set of Double Nine dominoes 9-9 is the highest, and so on) in their hand begins the game by placing the domino, pips up, in the center of the playing area. If no player has a double, the highest single begins the game (i.e. in a set of Double Six dominoes 5-6 would be the highest single) or players may elect to reshuffle the tiles and draw again in hopes of starting the hand with a double. Play is always clockwise, with each player adding a tile to an open end(s). If a player does not have a tile that is playable to any of the open ends they say, "pass." In some games the player will have to draw a number of tiles and complete their turn before play continues. If no player can play a domino (and/or the boneyard is empty) then the round is ended because it is considered blocked.

SCORING: Scoring varies according to the game being played. See individual game instructions for scoring. Most domino games are played in rounds; scores are calculated at the end of each round. Multiple rounds may be played until the winning score is achieved.

Block & Draw Dominoes

This is the game of traditional dominoes. Most domino games are simply variations of this game.

PLAYERS: 2-4

EQUIPMENT: 1 set of dominoes, paper to keep score

OBJECT: Be the first player to score 100 or more points

PLAY: Shuffle the dominoes; each player draws five tiles. The player with the highest double begins the game, by placing their domino in the center of the playing area. Play continues clockwise. If no double is drawn, all the tiles are returned to the boneyard, reshuffled, and redrawn.

In order to play a tile, the next player must play a tile that matches one of the open ends of the center tile. A player must play a domino if they are able to do so. If a player cannot match the pips on an open tile, they must draw from the boneyard and add it to their hand until they have drawn a tile to play. If the player draws all the tiles from the boneyard and still cannot play, they may say "pass" and play passes to the next player. If the boneyard is empty and no plays can be made, the round ends because it is blocked.

ENDING THE GAME: The first player to get rid of all of their dominoes calls "Domino!" and wins the game. If playing in rounds, the winning player earns the pip total of their opponents' remaining dominoes. If the round is blocked, then the player with the lowest pip total wins. The player scores their opponent's points minus their own. The first player to reach 100 wins the game.

All Fives

In this variation of Block and Draw Dominoes, players only score if the ends add up to a multiple of five after they place their domino.

PLAYERS: 2-4

EQUIPMENT: 1 set of dominoes, paper to keep score

OBJECT: Be the first player to score 100 or more points

PLAY: Shuffle the dominoes; each player draws the same number of tiles, (7 dominoes if 2 players, 5 if 3-4 players). The player with the highest double begins the game. Play continues clockwise. Dominoes are played to matching ends as in standard Block and Draw, but to score, players must make the open ends add up to a multiple of five. For example, (in diagram A, on page 1), the player that has just placed the 2-4 domino, scores 5 points because their open end of "4" is added to the other open end "1" (6-1 tile) for a total sum of five. When a double is played, the total of the double is added. For example if a 3-3 is played, and the other open end of the domino line is a "4" the player would score 3+3+4=10 points.

If a player does not notice their own play scores a multiple of five, an opponent may call "muggins" after the next play. The player who calls "muggins" receives the points instead.

When a player cannot make a match, the player draws from the boneyard until they draw a tile to play, as in Block and Draw. Throughout the hand, players earn the point value for every multiple of five they make.

ENDING THE GAME: The first player to get rid of all their tiles says, "Domino!" and ends the round. This player also receives any points left in the other player's hands (each player's pips are added and the sum is rounded to the nearest multiple of five). If the round is blocked, then the player with the lowest pip total wins. The player scores their opponent's points minus their own, and rounds the sum to the nearest multiple of five.

After each round, the players' scores from the previous rounds are added as well. The first player to reach 100 or more points is the winner of the game.

MATADOR (also called All Sevens)

In this unique domino game, many traditional domino rules are broken. Players may draw from the boneyard, even when they have a playable tile. Players may only match ends that add to a sum of seven.

PLAYERS: 2-4

EQUIPMENT: 1 set of dominoes (use only 0-0 through 6-6), paper to keep score

OBJECT: Be the first player to score 100 or more points

PLAY: Shuffle the dominoes; each player draws the same number of tiles, (7 dominoes if 2 players, 5 if 3-4 players). The player with the highest double begins the game. Play continues clockwise. Dominoes are NOT played to identical ends, as in standard dominoes, but instead ends are matched ONLY if they add up to a sum seven. For example, a 4-2 may be played on a 6-3 (the open 3+4=7). Also, doubles are not played crosswise in this game, they are played end

to end like the other dominoes. Points are not earned for the matched dominoes.

Matadors are tiles that add up to a sum of seven within themselves (3-4/5-2/6-1, the double blank 0-0 also counts as a Matador). These dominoes are "wild" and can be played on ANY END, regardless of which ends are open (it does not have to sum to seven). A Matador tile is the only tile that may be played on a blank end. The player may decide which end they want to leave open when they place a Matador.

When a player cannot play, the player draws from the boneyard until they draw a playable tile or until the boneyard is empty.

ENDING THE GAME: The first player to get rid of all their tiles says, "Domino!" and ends the round. This player also receives any points left in the other player's hands. If the round is blocked, then the player with the lowest pip total wins. The player scores their opponent's points minus their own.

After each round, the players' scores from the previous rounds are added as well. The first player to reach 100 or more points is the winner of the game.

BERGEN

In this variation of Block and Draw Dominoes players score points only when the open ends (of the domino line) are the same.

PLAYERS: 2-4
EQUIPMENT: 1 set of dominoes, paper to keep score
OBJECT: Be the first player to score 15 or more points

PLAY: Shuffle the dominoes; each player draws six tiles. The player with the LOWEST double starts and also scores 2 points (see Scoring section below), since both open ends are the same. Play continues clockwise, with each player matching one of the two open ends as in standard dominoes.

Unlike most domino games, when a player does not have a playable tile, the player only draws ONE tile from the boneyard. If the tile is playable, it should be placed. If it is not, the player says "pass" and play continues to the next player.

SCORING: If both open ends are the same (two 6s, two 3s, etc) after a player has placed their tile, the player scores 2 points. If a player places a double that matches the other open end, the player scores 3 points for the three matches.

ENDING THE GAME: The first player to get rid of all their tiles says, "Domino!" and earns 1 point for ending the round. If the round is blocked, the player without any doubles in their hand wins the point. If multiple players have no doubles, the player with the lowest pip total (of their remaining tiles) wins the point. If multiple players have doubles, the player with the lowest double wins the point. If no player has reached 15 or more points then another round is played, and so on. The first player to score 15 or more points is the winner.

BLIND DOMINOES

This is the simplest of all the domino games, in which players do not look at their dominoes.

PLAYERS: 2-5
EQUIPMENT: 1 set of dominoes
OBJECT: Be the first player to get rid of all your dominoes

PLAY: Shuffle the tiles; each player draws a domino until all the dominoes are dealt and each player has an equal number of tiles. Any remaining dominoes may be set aside.

Players do not look at their hands. They must place their dominoes face down in a horizontal row, with the long sides facing one another. The youngest player starts by flipping over their first tile (the domino at the top of the row) and placing it in the center of the playing area. The next player takes their turn, flipping over the first domino from their row face up. If that domino matches one of the ends of the central domino it may be played and the player gets another turn. The player flips up the next domino in the row. If the domino can be played, the player continues. If the domino cannot be played, then the player moves it to the bottom of their row, face down. The player's turn is now over and play continues to the next player in the same manner.

ENDING THE GAME: The first player to get rid of all of their dominoes calls "Domino!" and wins the game.

CROSS DOMINOES

This game is played like standard Block and Draw Dominoes except that the first double played is a spinner.

PLAYERS: 2-4
EQUIPMENT: 1 set of dominoes, paper to keep score
OBJECT: Be the first player to score 100 or more points

PLAY: Shuffle the dominoes; each player draws the same number of tiles, (7 dominoes if 2 players, 5 if 3-4 players). The player with the highest double begins the game. Play continues clockwise. The first double played is a spinner, which means it must have tiles matched to both ends and both sides (forming a 5-tile "cross") before any other tile may be played. If a player does not have a tile to match to the central tile, they must draw one from the boneyard. If the tile is playable, they must play it, otherwise the player may say "pass" and the responsibility of completing the cross passes to the next player. No other tiles may be played until all four cross tiles have been played. It may take several turns of drawing and passing until the cross is completed.

Once the central domino has been played on all four sides, then play continues as in standard Block and Draw Dominoes. (See instructions for Block and Draw Dominoes)

FIVE UP

In this game, players only score if the ends add up to a multiple of five. Also, in this game, every double played is a possible spinner.

PLAYERS: 2-4
EQUIPMENT: 1 set of dominoes, paper to keep score
OBJECT: Be the first player to score 61 points

PLAY: Shuffle the dominoes; each player draws one domino to determine the first player (the highest pip total draw). Reshuffle all the tiles and each player draws their hand (7 dominoes if 2 players, 5 if 3-4 players). The first player may place any tile from their hand in the center of the playing area. Throughout the game after a double is played and another tile has been played on it, then the double becomes a spinner. The two crosswise ends of the double are now open ends and may be played on. This means, when all sides of the double have been played on, players will be adding the value of four open ends to get their score. The rest of the game is played as standard Block and Draw dominoes.

SCORING: Players earn points ONLY when they make a play that results in the two, three, or four open ends of the line adding up to a multiple of 5. Although this play is similar, the scoring differs from All Fives.

The player receives one point for every multiple of five: for example, a sum of 5 pips = 1 point, a sum of 10 pips = 2 points, a sum of 15 pips = 3 points, and so on. If the sum of the open ends does not add up to a multiple of five then no points are given.

ENDING THE GAME: The first player to get rid of all their tiles says, "Domino!" and ends the round. This player also receives any points left in their opponents' hands (each player sums the total of their remaining pips and rounds them to the nearest multiple of five and the winner receives one point for each multiple of 5; 1 or 2 pips = 0 points, 3 to 7 pips = 1 point, 8 to 12 = 2 points, and so on). If the round is blocked, then the player with the lowest pip total wins. The player scores their opponents' points minus their own, and rounds the sum to the nearest multiple of five and is awarded the appropriate point value.

The first player to score EXACTLY 61 POINTS wins the game and the game is ended immediately. During the round, if a play is made that would cause a player's total points to exceed 61, then no points are scored for the particular play and the game continues to the left.

FOURS

This game is similar to standard Block and Draw Dominoes except that it must be played with 4 players (no teams); players may play multiple dominoes in their turn.

PLAYERS: 4
EQUIPMENT: 1 set of dominoes, paper to keep score
OBJECT: Be the first player to score 100 points

PLAY: Shuffle the dominoes; each player draws one domino to determine the first player (the highest pip total draw). Reshuffle all the tiles and each player draws their hand of 5 tiles. The first player may place any tile from their hand in the center of the playing area. If the player has another domino that is playable, he may place it as well. Play continues clockwise, with each player placing as many dominoes as possible on their turn.

Scoring and ending the game are played like standard Block and Draw dominoes.

ONE-ARM JOE

This game is played like standard Block and Draw Dominoes except that play may only be made on one side of the center domino (there is only one open end)—it only has one "arm".

PLAYERS: 2-4

EQUIPMENT: 1 set of dominoes, paper to keep score

OBJECT: Be the first player to score 100 points

PLAY: Shuffle the dominoes; each player draws 3 tiles. The player with the highest double begins the game by placing it in the center of the playing area. Play continues clockwise. The next player starts the line out from the double, but may only play on one side of the center domino (so there is only one "arm" of the domino line). Anytime a player makes a play on a double domino, including the first set domino, he may play another tile before his turn is up.

Scoring and ending the game are played like standard Block and Draw dominoes.

KNOCK-OUT

PLAYERS: 1

EQUIPMENT: 1 set of dominoes (use only 0-0 through 6-6)

OBJECT: Try to "Knock Out" all the dominoes.

PLAY: Turn all the dominoes face down and shuffle. Arrange the tiles end to end, forming one long line. Turn each tile face up, without changing its position. If there are any tiles whose ends match (have the same number of pips) where they touch, you may 'knock' them out of line. The dominoes that are "knocked-out" are no longer in play. Push the dominoes in the line together to close up any gaps (do not change their order). Try to knock-out as many dominoes as you can.

ENDING THE GAME: When you can no longer "knock-out" any more dominoes count the number of tiles remaining (1 point for each tile). Play again and try to beat your score – the lower the score, the better your game!

One Player Domino Games

DOMINO ELIMINATION (Baronet)

PLAYERS: 1

EQUIPMENT: 1 set of dominoes (use only 0-0 through 6-6)

OBJECT: Remove all the dominoes from play.

PLAY: Shuffle the dominoes, face down, and arrange them in one long row, side by side. Then flip all the dominoes face up, keeping them in order. Starting from the leftmost end of the row, begin counting the dominoes from 0 to 12, touching each tile as you speak the corresponding number. As you touch the tile, sum the total number of pips on the domino. If the number of pips is the same as the number you are counting remove the domino from the row. When you reach a count of "12" start counting from "0" again. When you get to the end of the row of dominoes, move them together to close up all the gaps and continue counting from the leftmost end of the row.

ENDING THE GAME: Play in this way until you have eliminated all the dominoes.

DOMINO SOLITAIRE

PLAYERS: 1

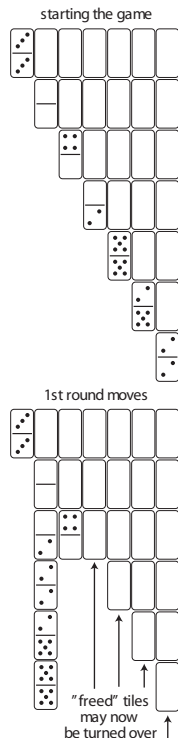
EQUIPMENT: 1 set of dominoes (use only 0-0 through 6-6)

OBJECT: To have all tiles turned face-up in seven or less columns.

PLAY: Shuffle the tiles face down and place them in 7 horizontal rows. The first row should be made up of seven tiles (vertical sides parallel). The second row should be made up of six tiles (vertical sides parallel), and so on, until the last row contains only one tile. Then turn the "stepped" tile of each row face up (see diagram at right).

Choose which direction (vertical flip or horizontal flip) you will turn the tiles over (from face down to face up) throughout the game—the tiles may not be rotated to make a match. Move the tiles that are face up from one column to another by matching up tiles with the same number of pips end to end to form longer columns (see diagrams at right). Any time you have a face down tile that is "freed" (it was touching a face-up tile that moved) it may be turned face-up. If you end up with less than seven vertical columns, you may move a tile or a line of matching tiles in order to form another column. There should never be more than seven vertical columns.

ENDING THE GAME: Once you have turned over all the dominoes (without exceeding seven columns), you win the game! Try to make as few columns as possible. If you become blocked you lose and must play again.



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